

Windup



On your next two attacks, add +2 Attack .



 2

 2

77

Double the value of your next Move ability.



082

Crushing Weight



Attack ⚔ 3 •

Add +2 Attack ⚔ and gain ♠ 1 if the target is adjacent to a wall.

⚔ 2

⚡ 2

22

Move ⚡ 2 •

One adjacent enemy that is adjacent to a wall suffers 2 damage.

Knock Out the Support



Attack ⚔ 3 •

All heals targeting the target have no effect this round. To signify this, place one of your character tokens on the target.



⚔ 2

⚡ 2

20

Move ⚡ 2 •

.....

Destroy one adjacent obstacle. If you do, gain

★ 1 and perform

STRENGTHEN



Self

Explode



Destroy one adjacent obstacle.

If you do, gain **2** and perform

STUN

Target all enemies adjacent to the destroyed obstacle.

Each target suffers 2 damage.

28

Move



: +2 Move

Implode



Attack ⚡ 3



: +1 Attack ⚡, MUDDLE ? , ⚡ 1

⚡ 2

⚡ 2

88

Move ⚡ 3 •

.....

Destroy one obstacle within Range ⚡ 3.

086

Piston Punch



Attack 2 •

PUSH 2 •



: +1 Attack , +1 PUSH ,

2

2

42

STUN

Target one adjacent enemy



: POISON

Explosive Blitz



Attack 2

Range 4 •



2

2

19

Move 3 •

If you opened a door during the movement,
perform

STUN

Target all enemies within Range 3



088

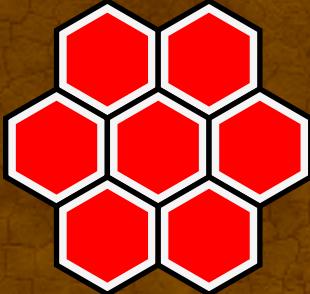


The Big One



Attack ⚔ 3

Range ⚔ 2



⚔ 2

ἢ 2

37



Move ἢ 3 •

.....

Destroy one adjacent obstacle.

If you do, gain  and perform

BLESS

Self

089

One-Two Punch



Attack 2 •

.....

Attack 1 •

Add PUSH 2, MUDDLE and gain if this attack targets the same enemy as the previous Attack ability.

2

2

66

Attack 1

Loot 1

090

Rubble



Designate one hex within Range 3 containing a destruction token. All allies and enemies in or adjacent to that hex suffer 2 damage.



2

2

55

Move 2 •

.....

Create one 2-damage trap in an adjacent empty hex containing a destruction token.

Level


Attack ⚔ 3 •

Add +3 Attack ⚔ and gain ⚪ 1 if the target is an objective.

⚔ 2

• 2

61

Add +1 Attack ⚔ to all your melee attacks this round.



Lobbed Charge



Create one 3-damage MUDDLE trap in an empty hex within Range 3.



2

2

52

Move 4 •

.....

Designate one adjacent enemy. If each hex of the movement brought you closer to that enemy, perform

Attack X
PUSH 2

targeting that enemy, where X is the number of hexes you moved.

